



Table Device Manual

Version 3.4
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1 OVERVIEW

Each table uses a device (mobile phone or tablet) to enter details of the contracts played and the results.

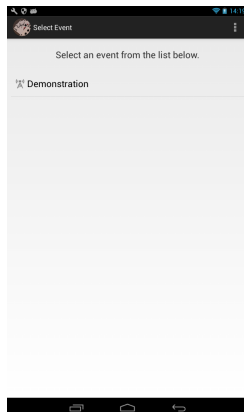
The following sections explain how to:

- Join an event.
- Set the table number
- Select boards and enter the contracts and results
- Move between rounds

It is also possible to configure the screens and processes which is covered in the settings section.

2 JOIN EVENT

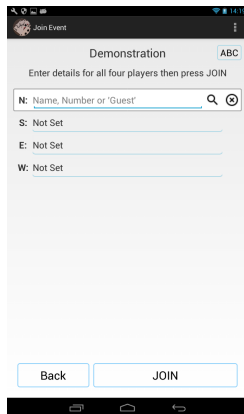
2.1 Select Event



Tap the name of the event you wish to join.

Your table will be registered with the Director's tablet and you will be taken to the 'Joining Screen'

2.2 Enter Players



Enter the details of each player in turn.

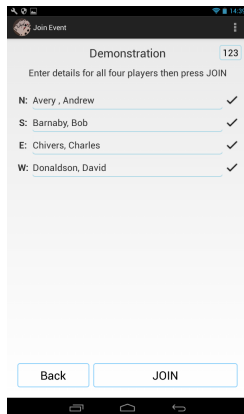
You may enter players by:

- Name (see Section 2.3)
- Number (see Section 2.4)
- As A Guest (see Section 2.5)

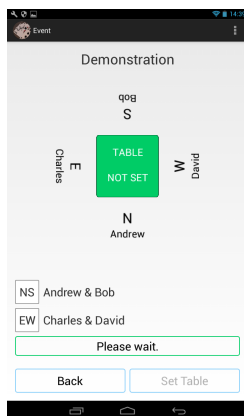
Tap an entry to select it and use the keys as follows:

-  Switch to name entry
-  Switch to number entry
-  Perform search
-  Change player
-  Delete player

Typing 'Guest' and performing a search will take you to the add guest screen (see Section 2.5)



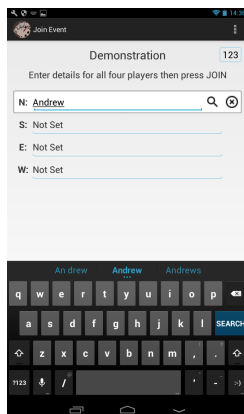
Once all players have been entered press **JOIN** to complete the table registration process.



This will take you to the table home page that displays important information and messages regarding the event.

Initially this will just display the players at your table and requesting you to wait until the Director is ready to determine the number of tables and continue the set-up.

2.3 Enter by Name



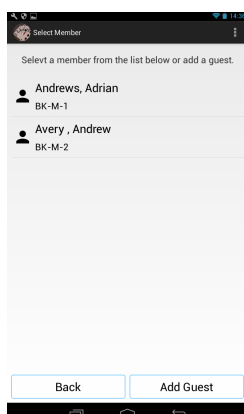
Tap a row to highlight it and bring up the keyboard.

Use the **ABC** key to switch to the text keyboard if required.

Type the member's name. **TIP** It is often better to search on a partial name (e.g. Searching on Su will pick up all members called Sue, Susan or Suzie etc.)

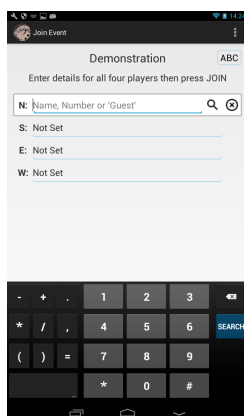
Press the **SEARCH** or **Q** key to search for the member.

You will be taken to a list of matching members or asked if you wish to add a guest.



Tap a row to select that member.

2.4 Enter by Number



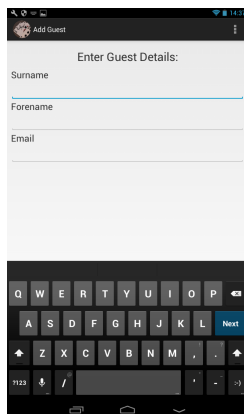
All members will either use an existing club number or will have been issued with a new number to use with aprBridge.

Type the member's number.

Press the **SEARCH** or **Q** key to search for the member.

The member details will automatically be completed or you will be asked if you wish to add a guest.

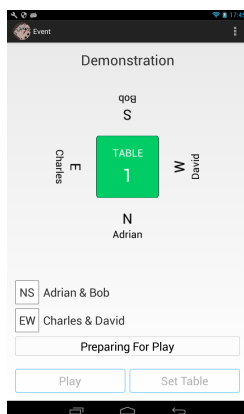
2.5 Enter A Guest



To add a guest provide a Surname and Forename and, optionally, an email address and press **Create Guest**

TIP To hide the keyboard use the downward facing arrow key at the bottom of the screen **V**

3 TABLE HOME



The table home screen provides key information and navigation throughout the event:

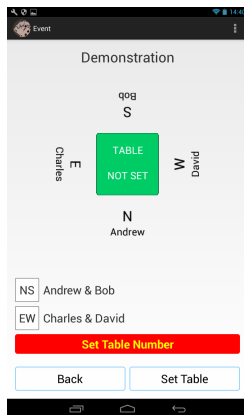
- Table Number
- Pair Numbers & Names
- Status Messages (what to do next)
- Movement Information (where to go)
- Soft Buttons controlling navigation

Key actions controlled from this page:

SET TABLE	Set table number
PLAY	Select and play boards
REVIEW	Review travellers for played boards
NEW PAIR	Enter next pair number

4 SET TABLE NUMBER

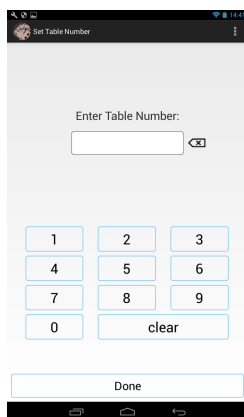
4.1 Navigation



When requested by the Director and/or when you receive the **Set Table Number** notification on the table home screen select **Set Table**.

You will be taken to the set table screen.

4.2 Set Number



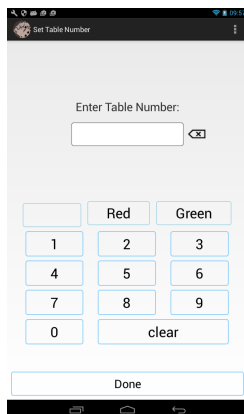
Enter your table number using the numeric keys.

If you make a mistake you can use:

<X to delete the last character

clear to clear the display and start again

Once you have entered your table number click Done to return to the table home screen.

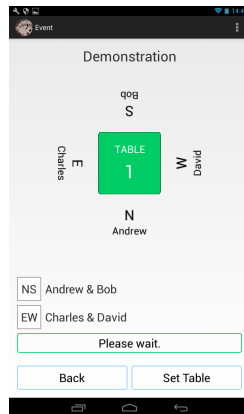


Alternative layout if the event is split

If the event is split you will also need to enter which section Red or Green your table belongs to using the **Red** and **Green** buttons.

Once you have entered your table number and section click **Done** to return to the table home screen.

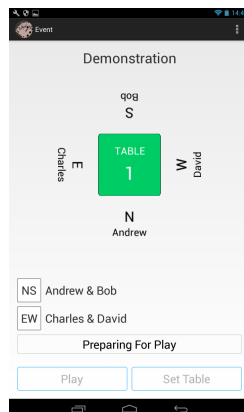
4.3 Update Home Screen



The table home screen will be updated to reflect the table number you entered (for split events the colour will also reflect the section you are in).

If necessary you can change the number by repeating the Set Table process.

5 PREPARING TOPLAY

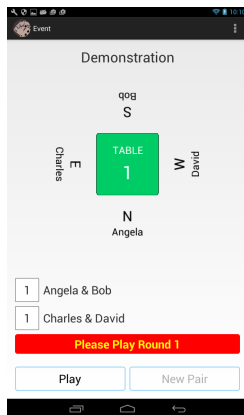


Once all table numbers have been set the Director will layout the boards, including any shares or relays, on the tables.

During this stage the table home page will display the Preparing For Play message and you will be unable to make any further changes to your Table Number.

6 PLAY

6.1 Navigation



Once the boards have been handed out the Director will announce that you can start to play and you will receive the **Please Play Round 1** notification on the table home screen.

Select **Play** to start.

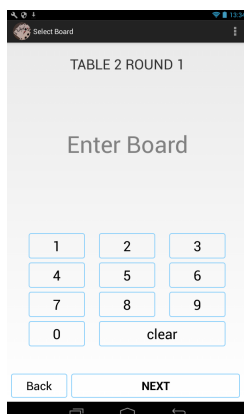
6.2 Process Overview

The basic process when playing boards comprises four main steps:

- Select the Board to be played
- Enter details of play (Contract/Result etc.)
- Ask the opponents to accept or reject the result/score
- See all results for board so far (the 'traveller')

The actual steps and screens within each stage of this process can be configured (see Settings section) depending on your preferences

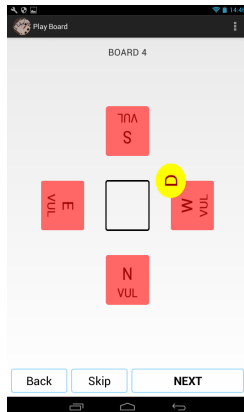
6.3 Select Board



Before commencing play enter the number of the board to be played.

This is done before playing the board, as aprBridge will check that the correct board is being played and avoid errors cause by incorrect board moves.

Select **NEXT** to continue.



If configured to do so the board Vulnerability and Dealer will be displayed and can be checked with the actual board.

Select **NEXT** to continue.

6.4 Enter Details Of Play

The recommended setup for entering the details of play is to use the Multi Page entry mode. This allows for details of the contract to be entered after the bidding is completed and for the result to be entered after play is complete.



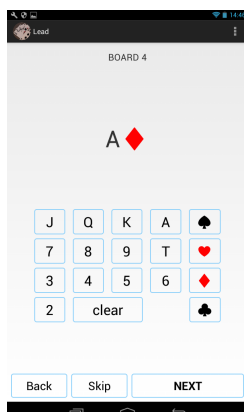
After the bidding is complete enter the agreed contract:

- Number of tricks (1 – 7)
- Suit or No Trumps (NT)
- Doubled (*) / Redoubled (**) using * key
- Declarer
- For 'All Pass' use **AP**

Mistakes can be corrected by pressing the key for the required value (i.e. pressing 4 will change number of tricks to 4, pressing W will change the declared to W).

Alternatively select **Clear** and re-enter contract.

Select **NEXT** to continue.



If configured to do so you may be requested to enter the lead:

- Face value 2-9, T, J, Q, K, A
- Suit

Errors can be corrected by re-typing or by using **Clear** key

Select **NEXT** to continue.



Once the board has been played enter the result.

This can be done either by entering:

- The total number of tricks made (0 – 13)

Or

- The result in relation to the contract

=

+ number of overtricks (e.g. +1, +2)

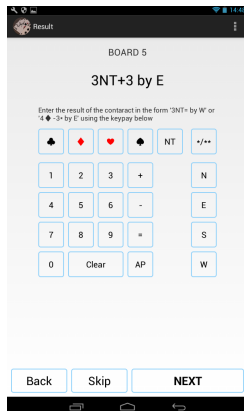
- number of undertricks (e.g. -1, -2)

Errors can be corrected by re-typing or by using **Clear** key

Select **NEXT** to continue.

6.5 Enter Details Of Play (Combined)

Although not the recommended approach, aprBridge can be configured to allow the contract and result to be entered together after the board has been played.



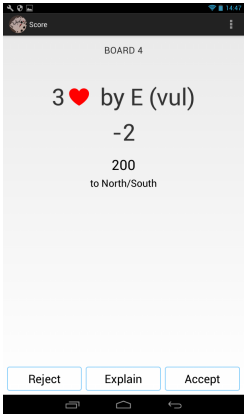
Enter contract and result:

- Number of tricks (1 – 7)
- Suit or No Trumps (NT)
- Doubled (*) / Redoubled (**) using */** key
- Declarer
- Result (=, + overtricks, - undertricks)
- For 'All Pass' us **AP**

Select **NEXT** to continue.

6.6 Accept / Reject Result

Depending on the configuration (see Settings) you will see the result as entered and either just the score or the score and an explanation of how it is derived.

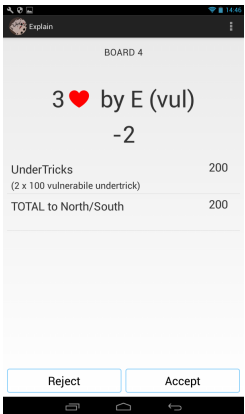


Pass the device to your opponents to confirm that the result is correct:

Accept if the result is correct

Reject to return to previous screen(s) to amend and incorrect result.

Explain to view an explanation of the score.

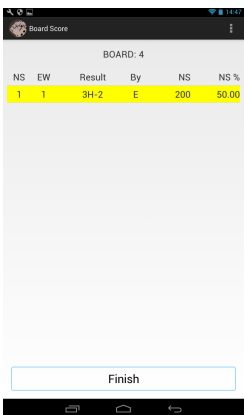


Pass the device to your opponents to confirm that the result is correct:

Accept if the result is correct

Reject to return to previous screen(s) to amend and incorrect result.

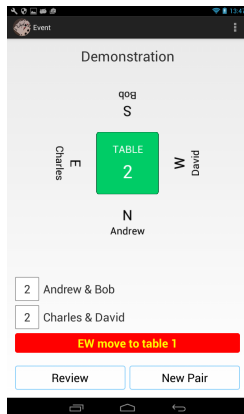
6.7 Enter Details Of Play



Once the score has been accepted the traveller showing all results for the board is displayed with your **current result highlighted**.

Select **Finish** to move to the next board, or if all boards for the round have been played, return to the table home screen.

6.8 Round Complete



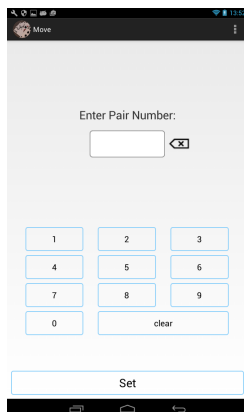
Once all boards have been played you will be returned to the table home screen to wait until asked to move.

The screen:

- Shows the next movement
- Allows you to Review the boards played

When the new pair(s) arrive the **New Pair** button is selected to enter their number.

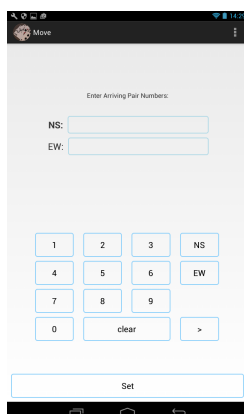
7 MOVE



When the next pair arrives enter their pair number.

Select **Set** to continue.

This will return you to the table home screen with the new pair details displayed.



For movements where both pairs move enter the pair numbers for both NS and EW.

NS enter number for NS

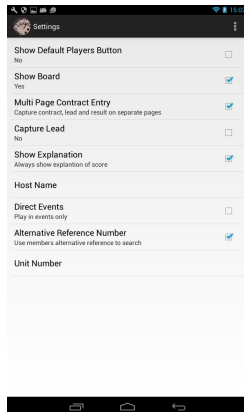
EW enter number for EW

> move between NS and EW

Select **Set** to continue.

This will return you to the table home screen with the new pair details displayed.

8 SETTINGS



The settings screen allows for the table devices behavior to be configured:

- Show Default Players Button

If you regularly use the same device with the same players it is possible to set up a default group of players to make joining an event easier.

- Show Board

Determines whether the boards vulnerability and dealer screen is displayed after selecting a board

- Multi Page Contract Entry

Multipage entry allows for the contract to be entered after the bidding is completed and the result separately after the play is completed.

- Capture Lead

Optionally capture the lead. This is only available when using multi-page contract entry.

- Show Explanation

Determine whether or not an explanation of the score is automatically shown at the accept/reject stage.

9 END

On completion table devices can be simply turned off or the aprBridge App closed.